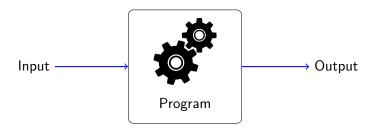
A Unified Image Processing Framework for Computer Vision and Remote Sensing

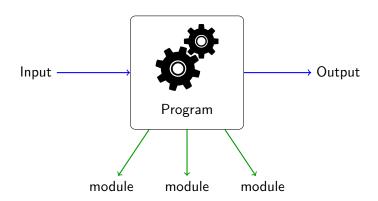
Carsten Brandt, Ludmilla Brandt, Marcus Zepp, Akarsh Seggemu

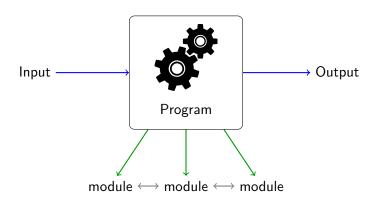
July 15, 2015

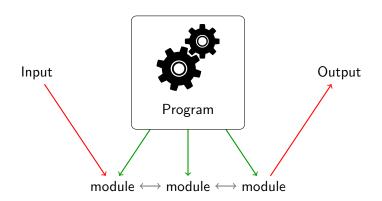
- What is this all about?
- Working with the program
- 3 How to write a new module
- 4 Live Demo

- 1 What is this all about?
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Use given modules

Framework

- module 1
- module 2

:

- module n

Specify execution order

Chain

step 1: module 1

step 2: module 2 *

step 3: module 7

step 4: module 13

dependencies

```
Chain 1
step 1: module 1
step 2: module 2
step 3: module 7
step 4: module 13
```

```
Chain 2
step 1: module 1
step 2: module 2
step 3: module 24
step 4: module 13
```

```
Chain 3
step 1: module 1
step 2: module 2
step 3: module 1
step 4: module 13
```

```
Chain 4
step 1: module 1
step 2: module 2
step 3: module 1
step 4: module 13
```

```
Chain 5
```

step 1: module 1

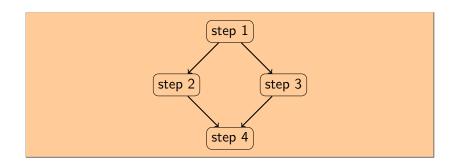
step 2: module 2

step 3: module 1

step 4: module 13 +

dependencies

Visualization



Storage

```
MyChain xy
step 1: module 1
step 2: module 2
step 3: module 1
step 4: module 13
```

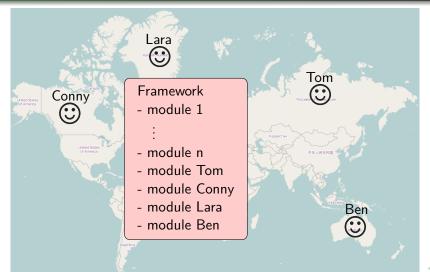
Extend the modules

Framework - module 1 - module 2

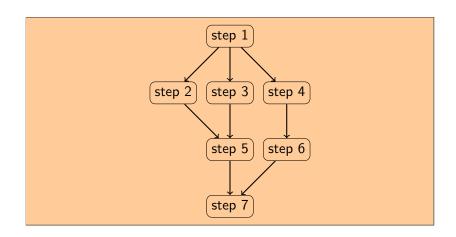
- module n
- module n+1
- module n+2

:

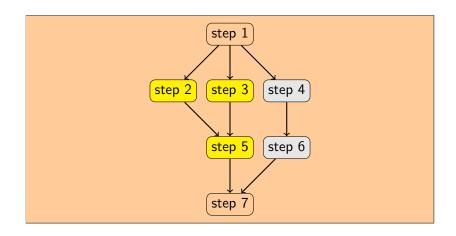
Share the modules



Parallel execution



Parallel execution



Platform independent





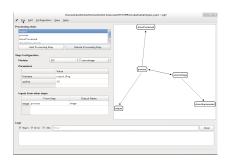


Microsoft Windows

- What is this all about?
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User Interfaces

GUI

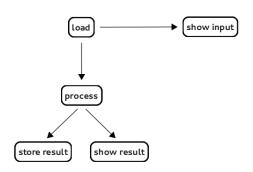


Console



Processing Chain

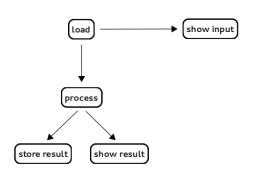
 \rightarrow Processing Step



Processing Chain

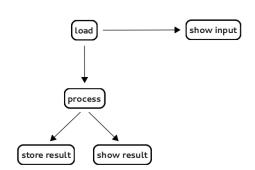
 \rightarrow Processing Step

 \rightarrow Module



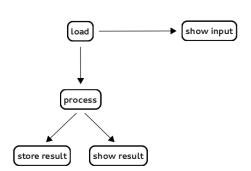
Processing Chain

- $\rightarrow \ \mathsf{Processing} \ \mathsf{Step}$
 - \rightarrow Module
 - → Parameters



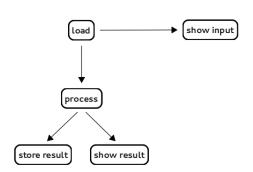
Processing Chain

- \rightarrow Processing Step
 - \rightarrow Module
 - \rightarrow Parameters
 - → Dependencies

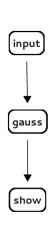


Processing Chain

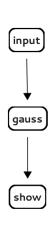
- \rightarrow Processing Step
 - \rightarrow Module
 - \rightarrow Parameters
 - \rightarrow Dependencies



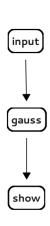
```
input:
1
     module: loadImage
     filename: input.png
4
5
   gauss:
     module: gaussian
6
     input:
        image: input.image
8
     sigmaX: 10
g
     sigmaY: 15
11
   show:
12
     module: showImage
     input:
14
        image: gauss.image
15
```



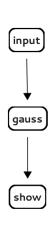
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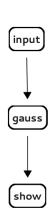
```
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      input:
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```



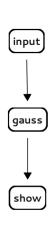
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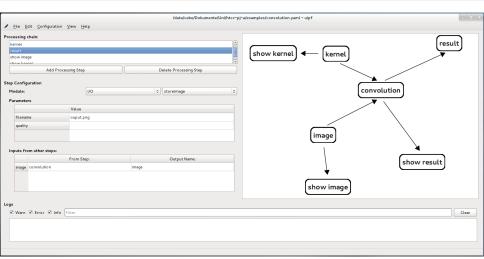
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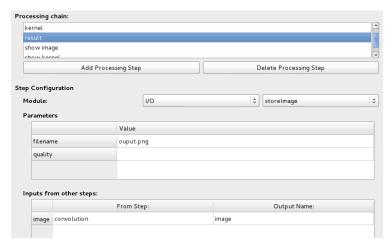
```
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      module: gaussian
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        image: input.image
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     sigmaY: 15
   show:
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      module: showImage
      input:
14
        image: gauss.image
15
```



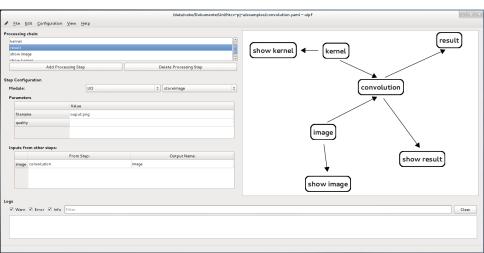
The Graphical User Interface



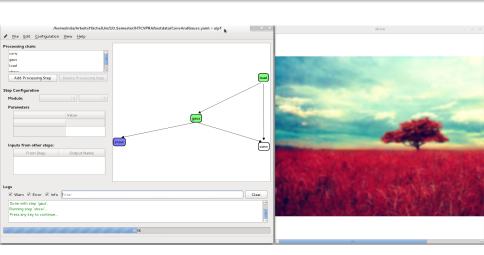
The Graphical User Interface



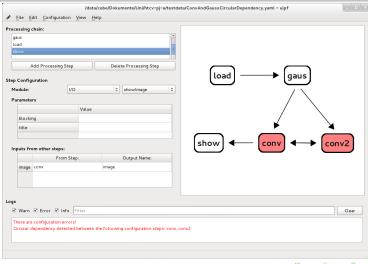
The Graphical User Interface



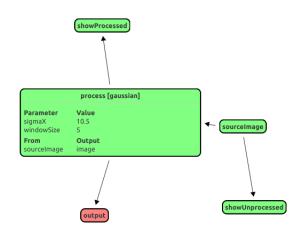
The Graphical User Interface



The Graphical User Interface



Interface features: Graph



```
./uipf -c myconfig.yaml
```

```
./uipf -c myconfig.yaml
```

./uipf gaussian -i input.jpg -p sigmaX:5

```
./uipf gaussian -i input.jpg -p sigmaX:5
-o notdefault.png
```

```
./uipf gaussian -i input.jpg -p sigmaX:5
```

```
./uipf gaussian -i input.jpg -p sigmaX:5 -o notdefault.png
```

```
./uipf convolution -i image:input.jpg
-i kernel:kernel.png
-p sigmaX:5 -o out.png
```

```
./uipf gaussian -i input.jpg -p sigmaX:5
```

```
./uipf gaussian -i input.jpg -p sigmaX:5
-o notdefault.png
```

```
./uipf convolution -i image:input.jpg
-i kernel:kernel.png
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```

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Basics

Modules are precompiled extensions that:

- encapsulate functionality which can be used in processingsteps
- are binary files, shareable without sourcecode (QTPlugin)
- implement a simple interface
- can include own libs as they need them
- have Metadata displayed in the GUI

Interface

Basic interface:

```
string name();
void run(DataManager& data);
MetaData getMetaData();
MetaData:

string, // general verbal description of the module string, // category
DataDescriptionMap, // input
DataDescriptionMap, // output
ParamDescriptionMap // params
```

Interface

```
Basic interface:
string name();
void run(DataManager& data);
MetaData getMetaData();
MetaData:
string, // general verbal description of the module
string, // category
DataDescriptionMap, // input
DataDescriptionMap, // output
ParamDescriptionMap // params
```

run() method

```
void LoadImageModule::run( DataManager& data) const
{
// (1) get inputs and params:
// - data.getInputData(inputName)
// - data.getParam (paramName, dafaultValue)
// (2) work with them
// (3) create output:
// - data.setOutputData(outputName,
outputContent);
}
```

getMetaData() method

```
MetaData ResizeModule::getMetaData() const
   {
2
       DataDescriptionMap input = {{"image",
3
      DataDescription(MATRIX, "the image to resize.") }
      };
4
       DataDescriptionMap output = {{"image",
5
       DataDescription(MATRIX, "the result image.") }};
       ParamDescriptionMap params = {
           {"width", ParamDescription("new width") },
           {"height", ParamDescription("new height") }
9
       };
       return MetaData("Resizes an image using
12
      openCV.","Image Processing",input,output,params );
13
```

CMake

16

Modules need to be registered in CMakeList.txt:

- Copy .hpp and .cpp of an existing module e.g. the DummyModule
- 2 Replace "DummyModule" with your new name

- Copy .hpp and .cpp of an existing module e.g. the DummyModule
- Replace "DummyModule" with your new name
- implement your logic in run()

- Copy .hpp and .cpp of an existing module e.g. the DummyModule
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- 6 edit CMakeList.txt

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- edit CMakeList.txt
- 1 run make

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- edit CMakeList.txt
- o run make

- 1) What is this all about?
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Live Demo

Live Demo!

Fork us on Github:

https://github.com/TU-Berlin-CVRS/uipf